What Is Claimed Is:

1. A method of data processing between a plurality of computer game devices connected through a communication network, comprising the steps of:

measuring the delay time between said plurality of respective devices;

acquiring the longest time of said measured delay times;

synchronizing the time that is counted by said plurality of devices; and

processing each data transmitted from each device on the elapse of the longest time of said delay times from the time of transmission of each data in said plurality of devices.

2. The method of data processing of claim 1,

wherein said data comprises information as to the time of transmission, and when said data is received, said processing step recognizes when said longest time has elapsed by using the difference of said time of transmission and the time which it has counted itself.

3. The method of data processing of claim 1, wherein said synchronizing step comprises the steps of:

transmitting from one device of said plurality of devices to another device the count value of said one

device; and

stopping count incrementation temporarily in another device so that the difference of its own count value and the received count value becomes the delay time with respect to said one device.

4. The method of data processing of claim 1, wherein said data includes information as to the number of players operating a device and information corresponding to the operations of each player; and

said processing step recognizes the length of said data by using said information as to the number of players.

5. An image display method of a computer game device comprising the steps of:

displaying an image obtained by viewing objects arranged in virtual space from viewpoint co-ordinates within said virtual space; and

controlling the direction in which said objects face based on the position of the viewpoint co-ordinates which changes with progress of the game.

6. The image display method of claim 5, wherein said objects are characters facing their direction of advance on a prescribed plane in virtual space, and

when said viewpoint co-ordinates are set substantially directly above the character, said

character is inclined by a prescribed angle in a prescribed direction.

7. A computer program product executed by a computer device that is one of computer devices connected through a network each other, comprising the steps of:

measuring delay times of communication to other computer devices;

acquiring the longest time of said delay times measured by the all devices;

synchronizing the time that is counted to each of the times counted by the other devices; and

processing each data transmitted from each of the other devices on the lapse of said longest time from the time of transmission of each data.

8. The computer program product of claim 7,

wherein said data comprises information as to the time of transmission, and when said data is received, said processing step recognizes when said longest time has elapsed by using the difference of said time of transmission and the time which it has counted itself.

9. The computer program product of claim 7, wherein said synchronizing step comprises the steps of:

transmitting from one device of said plurality of devices to another device the count value of said one

device; and

stopping count incrementation temporarily in another device so that the difference of its own count value and the received count value becomes the delay time with respect to said one device.

10. The computer program product of claim 7, wherein said data includes information as to the number of players operating a device and information corresponding to the operations of each player; and

said processing step recognizes the length of said data by using said information as to the number of players.

11. A computer program product executed by a computer device; comprising the steps of:

displaying an image obtained by viewing objects arranged in virtual space from viewpoint co-ordinates within said virtual space; and

controlling the direction in which said objects face based on the position of the viewpoint co-ordinates which changes with progress of the game.

12. The computer program product of claim 11, wherein said objects are characters facing their direction of advance on a prescribed plane in virtual space, and

when said viewpoint co-ordinates are set substantially directly above the character, said

character is inclined by a prescribed angle in a prescribed direction.

13. A network server connected to at least one client through a network, comprising:

a main server for accepting an initial connection request from said client; and

a plurality of sub-servers connected to said client after acceptance by said main server,

wherein said main server provides to said client information relating the sub-servers on acceptance of an initial connection request from said client;

said client is connected with one sub-server based on said information relating to the sub-servers;

said one sub-server provides to said client said information relating to the sub-servers on acceptance of a sub-server connection alteration request from said client; and

said client connects to another sub-server based on said information relating to the sub-servers.

14. The network server of claim 9, comprising memory that stores the conditions of said plurality of sub-servers,

wherein said main server and said plurality of sub-servers acquire information relating to the sub-servers by accessing said memory.

15. The network server of claim 10, wherein each of sub-servers writes its own information to said memory.

16. A network system comprising:

at least one client; and

a network server including a main server that accepts an initial connection request from said client and a plurality of sub-servers connected to said client after acceptance by said main server,

wherein said main server provides to said client information relating the sub-servers on acceptance of an initial connection request from said client;

said client is connected with one sub-server based on said information relating to the sub-servers;

said one sub-server provides to said client said information relating to the sub-servers on acceptance of a sub-server connection alteration request from said client; and

said client connects to another sub-server based on said information relating to the sub-servers.

17. A network game method for registering players that operate a game device that is capable of being simultaneously operated by a plurality of players and is a client on a network are registered beforehand on a server through the network and for playing a game between the

plurality of game devices operated by the plurality of registered players, comprising the steps of:

communicating the number of players participating in said game from one game device to said server; and

registering said number of players on said server as the players operating said one game device.

18. A network game system comprising

at least one game device capable of simultaneous operation by a plurality of players and which is a client on a network; and

a server for registering the players operating said game device, a game being played between a plurality of game devices operated by a plurality of registered players through the network,

wherein a game device communicates to said server the number of players participating in said game, and

said server registers said number of players as players operating said game device.

19. A communication game method wherein game information is distributed to a plurality of respective game devices from a server through a communication network and players of respective game devices compete by performing operations corresponding to said game information, comprising the steps of:

calculating the response time until the player perform

an input operation corresponding to said game information in respective game devices;

transmitting said response time of the player or values corresponding thereto to said server from respective game devices; and

determining by said server the outcome and/or ranking of the players by utilizing the response times of the players or values corresponding thereto.

20. The communication game method of claim 15,

wherein the respective game devices ascertain the correctness of the input of the respective players corresponding to said game information and transmit said response times of the respective players or a value corresponding thereto to said server at least when the input is ascertained to be correct.

21. A communication game system comprising:

a server; and

a plurality of game devices connected with said server through a communication network,

wherein game information is distributed to the respective game devices from said server and players of the respective game devices compete by performing operation corresponding to said game information;

the respective game devices calculate the response time until the players perform an operation corresponding

to said game information, and transmits said response times of the players or values corresponding thereto to said server; and

said server determines the outcome and/or ranking of the players by utilizing the response times of the players or values corresponding thereto.

22. The communication game system of claim 17,

wherein the respective game devices ascertain the correctness of the input of the respective players corresponding to said game information and transmit said response times of the respective players or a value corresponding thereto to said server at least when the input is ascertained to be correct.

23. A computer game device that receives game information from a server through a communication network and is operated by a player corresponding to said game information, comprising:

a calculating unit for calculating the response time until said player effects operation corresponding to said game information; and

a communication unit for transmitting to said server said response times or values corresponding thereto and for receiving from said server the outcome and/or ranking of said players determined utilizing the response times of the players or values corresponding thereto.

24. A computer device that distributes game information to a plurality of computer game devices through a communication network, comprising:

a communication unit for receiving from each computer game device the response time until each player performs operation corresponding to said game information, or a value corresponding thereto; and

a determining unit for determining the outcome and/or ranking of each player by utilizing said response time of each player or a value corresponding thereto,

wherein said communication unit transmits to the corresponding game devices the outcome and/or ranking of the players.